

BG3 Graphics

Overview

BG3 Graphics are stored [compressed](#).

Description	Value
Pointer Table Offset	\$E6CD60
SNES offset	\$E68780
Chunk size	compressed
Number of chunks	\$13
Total size	\$45E0

BG3 Tilesets

Index	Offset	Description
\$00	\$E68780	Spotlight Hole (Caves)
\$01	\$E68CA4	Water Stream (Lete River)
\$02	\$E69466	Phantom Train?
\$03	\$E69895	Chimney Smoke (Narshe Town)
\$04	\$E69BB3	Lantern Glows (Caves)
\$05	\$E69E30	Tritorch Crystal (Narshe Mountaintop)
		Torch Fire/Still Water (Caves)
\$06	\$E6A38B	Trees (Phantom Forest/Esper World Lake)
\$07	\$E6A9B4	Beach Water (Solitary Island)
\$08	\$E6AB6A	Shallow Water (Towns)
		House Fires (Vector/Thamasa)
\$09	\$E6AEEE	Heat Waves (Inside Burning House, Thamasa)
\$0A	\$E6B14E	Rain (Zozo Town)
\$0B	\$E6B2B6	Clouds/Shadow of Floating Continent (Mt. Koltz/Mt. Zozo/Kefka's Tower/Pheonix Cave/Fanatic's Tower/Floating Continent/Destruction Scenes)
\$0C	\$E6BE6C	Clear Water (Darill's Tomb)
\$0D	\$E6C045	Glass Tubes (Magitek Factory/Kefka's Tower Inside)
\$0E	\$E6C300	?
\$0F	\$E6C605	Waterfall in background (Waterfall Cliff)
\$10	\$E6CE8D	Sea Water (South Figaro/Nikeah/Albrook/Maranda)
\$11	\$E6CC1D	Wall Shadows (Magitek Factory/Kefka's Tower Inside)
\$12	\$E6CD3D	?

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